

GENERATION 12" X 24" TURKISH GRAY (H) *Stone, Marble*



PART NUMBER	PROFILE	AVAILABILITY
MB1266-1224GN	TILE	IN STOCK
GROUT JOINT	DIMENSIONS	THICKNESS
1/8"	12" X 24" = 2 sqft	3/8"
ORIGIN		
Turkey		

NOTES

Due to the inherent characteristics of natural stone, there may be variations in color, movement and texture from lot to lot.

Micro pits or scratches may appear white, therefore using a complimentary gray grout is recommended.

It is important to properly seal marble used in a shower/steam shower, and maintain the sealant regularly to ensure water beads off the tile.

APPLICATION AREA

WALL	FLOOR	TRAFFIC	EXTERIOR	STEAM SHOWER	WET AREA	POOL	BACKSPLASH
Yes	Yes	Residential	No	YES - when properly sealed	YES - when properly sealed	No	Yes
FIREPLACE SURROUND	INTERIOR						
Yes	Yes						

The performance of surface covering products often depends on installation, environmental, and usage factors unique to each project. AKDO is not responsible for any effects that may be caused to products due to installation, wear from use, or exposure to environmental factors including but not limited to: hard water, chemicals, heat, flame, smoke, dirt or other substances. It is your responsibility to assess the project to determine if the product you are selecting is appropriate considering the unique characteristics of your installation, and to apply appropriate, high quality sealers when necessary. Please consult your installer for more information.

TECHNICAL DATA

FEATURES & STANDARD

DCOF - ANSI A.137.1

SPECIFICATION

Due to the natural characteristics and variation in natural stone, slip resistance will vary. Such factors are dependent on lots, finish and the topical sealant applied. There is currently no standard industry test with the ability to measure the exact slip resistance.

In order to reduce the slipperiness of stone surfaces, AKDO suggests selecting a Non-Polished finish such as Honed, Sandblasted, or Textured stone, or choosing a mosaic, as the grout joints in the stone result in an increase of friction.